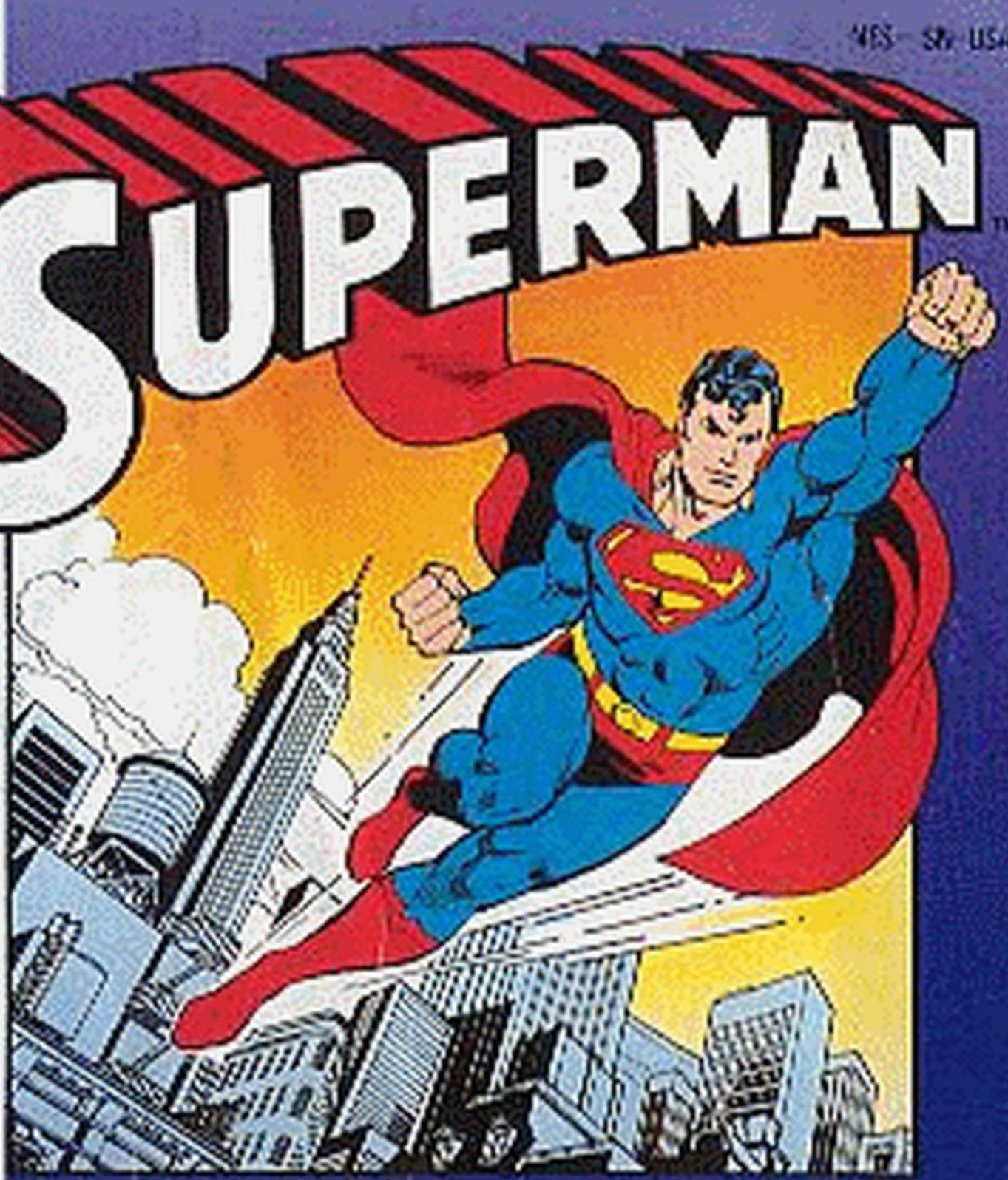
SUPERMAN™



INSTRUCTION MANUAL

KEMCO

SEIKA

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FIRST STAR SOFTWARE

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THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo ENTERTAINMENT SYSTEM

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INSTRUCTIONS

We want to thank you for buying the SUPERMAN GAME produced by KEMCO. Before you play the game, please read the instructions carefully. Also please keep them where you can refer to them.

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YOU ARE SUPERMAN

Whenever there's trouble in the great city of METROPOLIS, SUPERMAN soars into action. The incredible hero from the doomed planet KRYPTON fights a never-ending battle against all manner of evil men and monsters who threaten our world's safety and security.

Now you can become the MAN OF STEEL and crusade against crime and injustice. Enter the phone booth as CLARK KENT, mild-mannered reporter for the DAILY PLANET, and emerge as SUPERMAN. Use an awesome array of SUPER POWERS, including flight and heat vision to foil the plans of an army of villains. You'll face racketeers, robots and arch-nemisis LEX LUTHOR. In this game, a special POWER STONE can increase Superman's power. Try to obtain as many of these as possible. But watch out for Kryptonite, which resembles the power stone. Getting Kryptonite will reduce your powers!

PLAYING THE GAME

The game begins when Clark Kent meets the editor-in-chief of the Daily Planet, Perry White. To defeat all of the villains and save Metropolis, you need information and clues from various people you encounter.

With the extra power you get from each confrontation, you will halt the villains advance and keep the world safe. Good luck!

HOW TO MOVE CLARK KENT AND SUPERMAN

○ Changing his appearance

To change from Clark Kent to Superman, Clark must enter a pay phone or other place to change clothes. This is accomplished by pushing the DOWN key. Clark must have enough power in order to become the Man of Steel.

○ Running

By pushing the LEFT and RIGHT key, Superman can run very fast.

○ Jumping

By pushing the UP key, either Superman or Clark Kent will jump.

○ Hearing

Superman's "SUPER HEARING" is needed to get information to help him in some of the confrontations. When you push BUTTON "A", Lois Lane or the FBI will give you important clues..

○ Fighting

By pushing BUTTON "A", either Superman or Clark Kent will punch the villains. If your timing is bad, you will miss.

○ Taking the Subway

By pushing the DOWN key, you can ride the subway, but you must have the "Free Pass" which you can obtain from Zoara.

○ Going Underground

By pushing the DOWN key, you can go into an underpass or go down stairs.

HOW TO USE THE CONTROLLER

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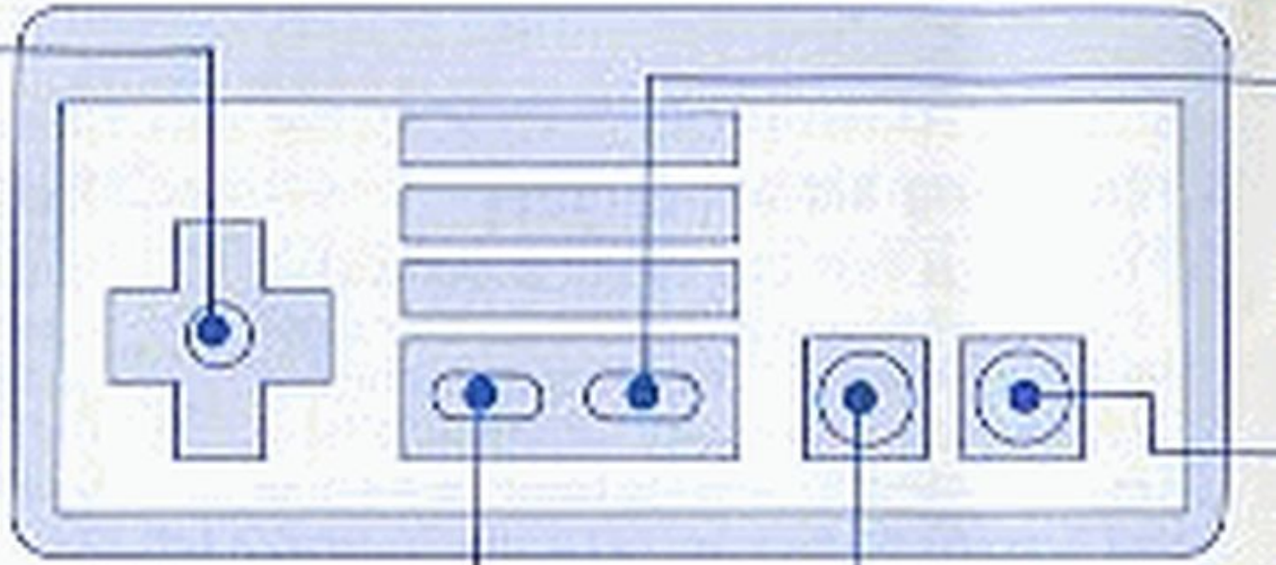


Direction Key

- Press on Left/Right to move Clark Kent or SUPERMAN Left/Right.

OR

To scroll your view of the map.

OR

When entering a password, use to move the cape arrow cursor Left/Right.

- Press on Top to JUMP UP.

OR

When selecting a super power or entering a password, use to move the cursor UP.

OR

Press TOGETHER with the "B" BUTTON to fly over certain roof tops.

- Press on Bottom to ENTER or LEAVE: Buildings, phone booths & other entrances.

OR

To JUMP/CLIMB DOWN stairs & ladders.

OR

When selecting a super power or entering a password, use to move the cursor DOWN.

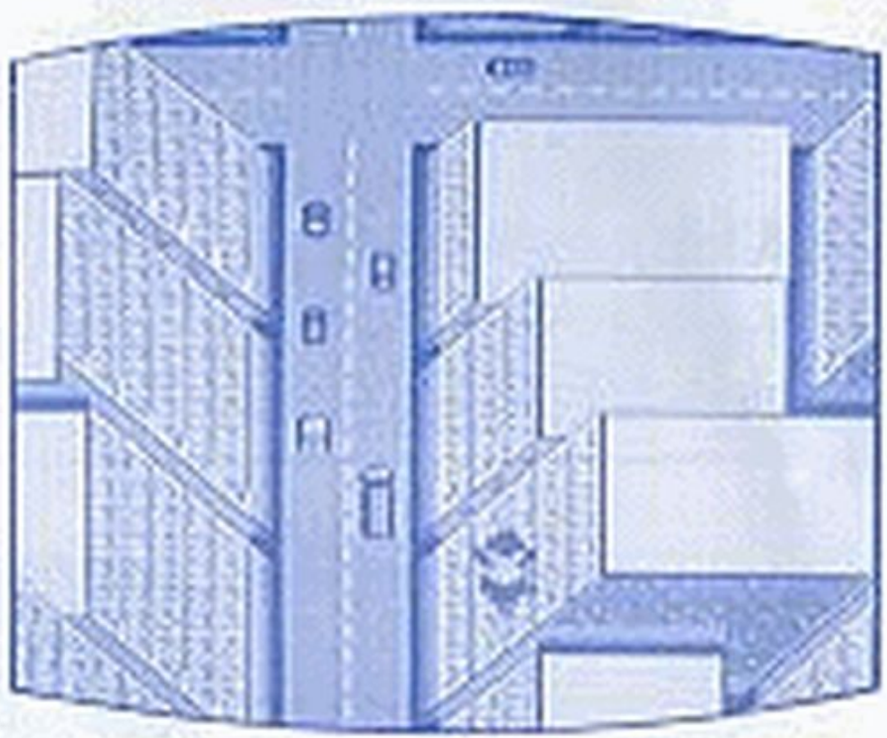
- Press near the center but slightly to the Top and either left or right to jump DIAGONALLY UP AND TO ONE SIDE.

Select Button

- Press to see the map. Press again to return to game.
- Use to move cursor in choosing either "START" or "CONTINUE" from the title screen or when choosing "CONTINUE" or "START AGAIN" after losing all power when the game ends.

Start Button

- Press to begin game play.
- Press during game play to show the super power selection menu. Press again to return to game.
- Press to start your flight over Metropolis after you have pressed the "B" BUTTON and selected where on the map you wish to fly.



"A" Button

- Press to PUNCH villains or TALK to others. Press until the balloon text disappears.
- Press quickly & repeatedly to "float" long in the air after jumping.
- Press to select locations to fly to on the map.
- Press to discover the names of buildings when you are standing in front of the rectangle by an entrance.
- Press to enter a letter or to finish a password after selecting "END" from menu.

"B" Button

- Press to use your selected super power.
- Press to back space the arrow cursor at the top of the screen if you make a mistake entering a letter or symbol in the password.

SUB-MENU

The main screen changes to this sub-menu whenever you push the START BUTTON when playing the game. You can check your game points as well as your power level.

ATP (Attack Points)

You can get a point each time you clear the section.

DFP (Defense Points)

This is your defense power against your enemy. It tells you *how* much power you have. You can increase your power level.

★ HOW TO SELECT A SUPER POWER

Push the SELECT BUTTON for the super sub-menu. Choose the super power you want to use. Then push BUTTON "B". If you have a high enough power level, you will have the power you picked.

★ TO INCREASE YOUR POWER LEVEL

Your power level goes down each time you use your power. You should increase your power level as much as possible. After battling an enemy, super power crystals may show up. You should grab one as soon as possible. If you grab a blinking crystal, you can increase your power level for more strength.

★ YOU CAN BEGIN PLAYING THE GAME AT ANY POINT

Without a password, you must begin the game from the beginning. With the password, you can begin from different points in the game. To get the password, you must ask editor-in-chief Perry White. To start the game from any point, choose "CONTINUE" from the sub-menu with the SELECT BUTTON and enter the password.

When you lose the game you first have two choices: "CONTINUE" or "BEGIN AGAIN." By selecting "CONTINUE" you will get to continue gameplay simply by pressing the START BUTTON. If you use the SELECT BUTTON to highlight "BEGIN AGAIN" and then press the START BUTTON, you will be returned to the title screen. Here, you can use the SELECT BUTTON to highlight either "START" or "CONTINUE". Select "START" to play the game from the beginning. Select "CONTINUE" to use the passwords and play the game from an intermediate point in the plot. Once you indicate your choice, press the START BUTTON and the game will begin.

THESE ARE SUPERMAN'S

SUPER POWERS

X-RAY VISION

Use this when you can not see the enemy hiding behind a building or other solid object.
*You can not use it while the screen is changing or when you're inside a building.

SUPER HEARING

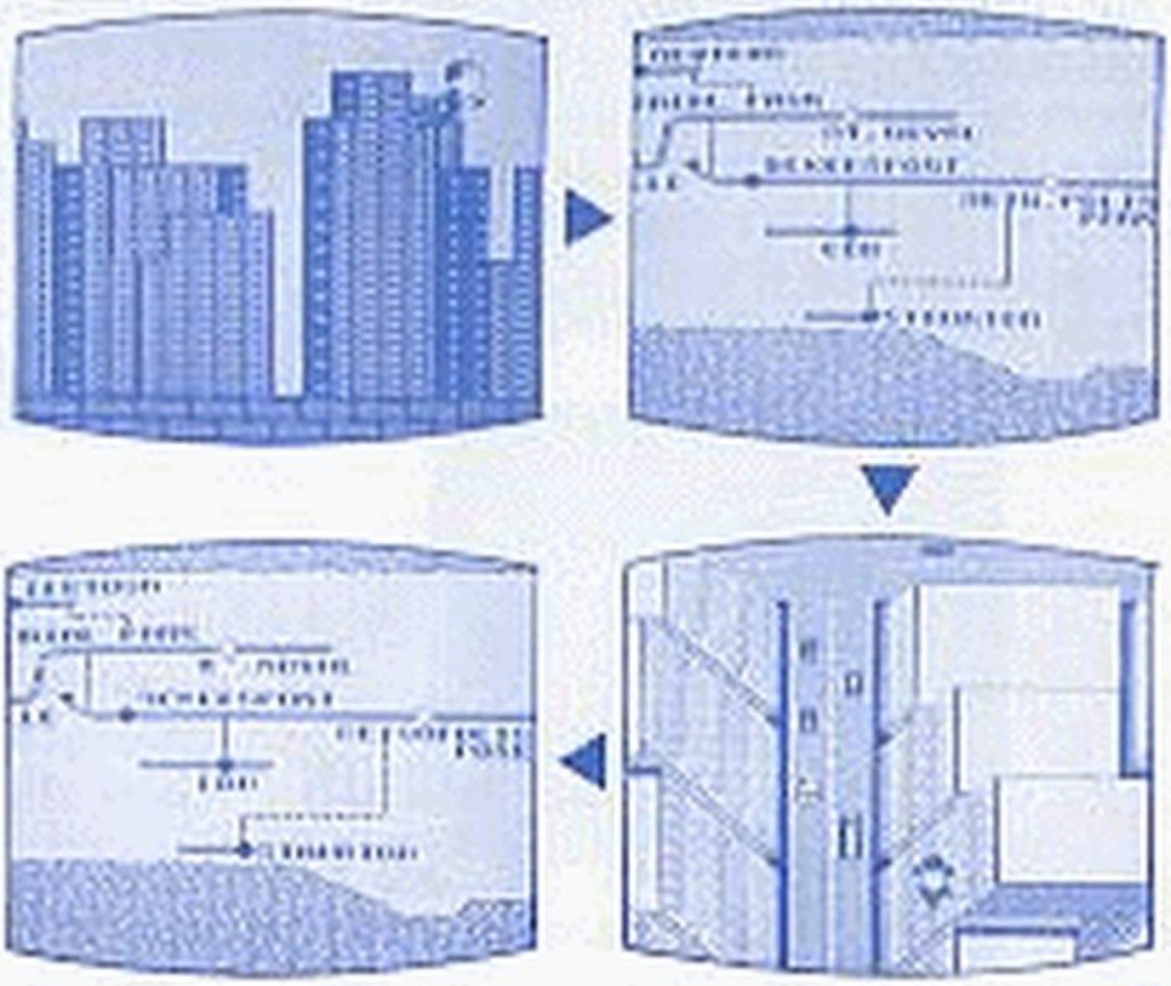
With this, you can hear someone asking for help. When you use it, find on the map where the voice is coming from, and go to that scene.

SUPER FLIGHT

With this power, you can jump extremely high and fly quickly and far. You can also land on the roofs of some buildings.

USING FLIGHT

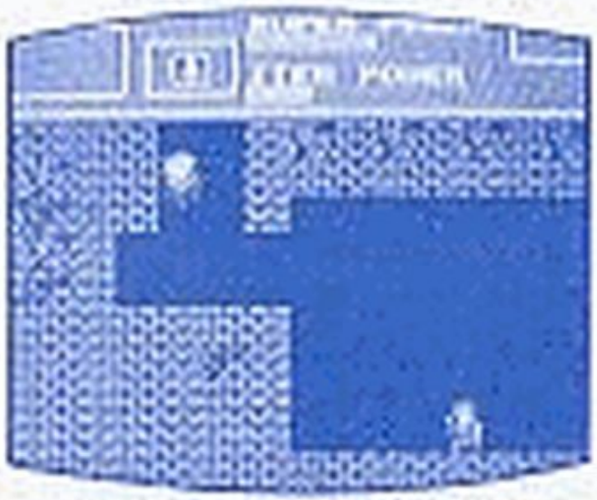
First, press the START BUTTON. This presents the sub-menu of options. Next, use the direction key (UP/DOWN) and highlight the flight icon. Then, press the START BUTTON to return to the game screen. You now have the power to fly. Any time you wish to use it, just press BUTTON "B". SUPERMAN will fly diagonally up and off the screen and the map will then appear. Using the "A" BUTTON, highlight the landmarks available. Stop pressing BUTTON "A" when the white shield icon is at the desired landmark. Finally, press the START BUTTON and SUPERMAN will be seen flying with the city's streets and buildings below. He will land at the place you have already selected on the map.



THESE ARE SUPERMAN'S SUPER POWERS

SUPER SPIN

With this power, you can drill yourself into the ground by spinning your body. It can be used when the paving stone color is different. Look for a vertical strip, only two bricks wide, below the street's surface. Try just a little east of Metropolis Park near the park benches, as an example.

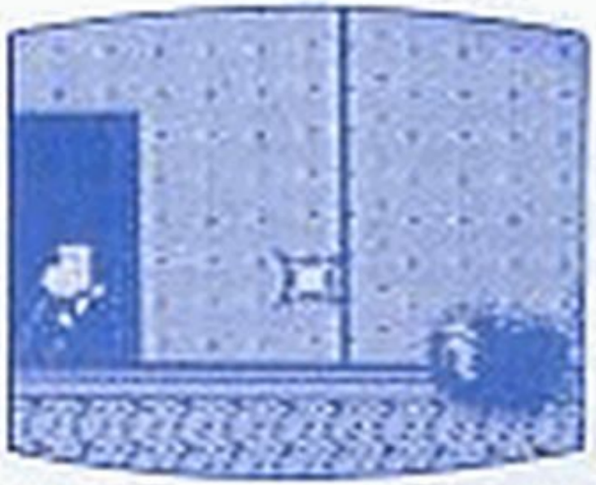


HEAT VISION

You can use heat vision to defeat your enemies. It works best against the big bosses.

SUPER BREATH I

With this, you can blow cold air to extinguish fires.

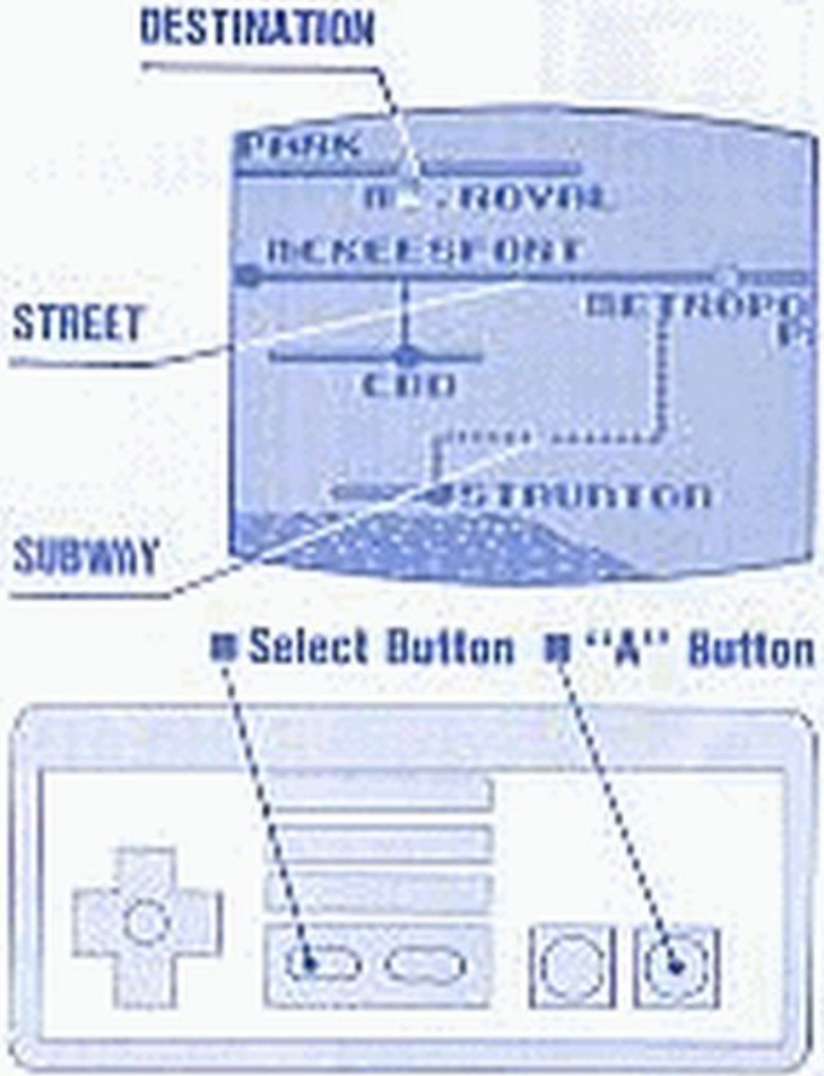


SUPER BREATH II

If you have trouble defeating an enemy by punching him, use this power to freeze him solid. Then, he will be easier to beat.

HOW TO LOOK AT THE MAP

When you push the SELECT BUTTON, you will see the map. A RED flashing cursor indicates your present position, a WHITE one your destination.



You can go in any direction you want by pressing the direction key. If you use flight, you can jump directly from your present position to where you want to go.

★ CAUTION

When Clark Kent or Superman stands in front of a rectangular sign on a building's front, press BUTTON "A" and the name of the building will appear. This will enable you to locate your position on the map.

Use the "A" BUTTON to see which landmarks you are permitted to fly to at various times in the game. These vary depending upon your overall strength and how far into the game you have progressed. These landmarks are shown on the map as GOLDEN "DOTS." The others are indicated as black "dots."

TO UNDERSTAND THE ICONS OF THE SUB-MENU SCREEN

SUPER POWER

With a low power level you CAN NOT change from Clark Kent to Superman. The game ends when the power level goes down to zero. You must watch it at all times.

ITEM POWER

The power level of the chosen SUPER POWER is shown and you can see your power level at all times.

SUPER HEARING

When you see the blinking "Help" sign, it means someone needs help. Find where the person is and go to him.

EXTRA BENEFITS

Extra benefits are shown. For the free subway pass, ask Jimmy Olsen.

ICONS

Each symbol for the selected super power is shown. Check each symbol and its power levels often.

CHARACTERS FOUND IN THE CITY

OTHER IMPORTANT INFORMATION

★ HOW TO USE PASSWORDS

Any passwords given to you should be writtendown for future use. To write in the passwords to start the game elsewhere then from the beginning you should proceed as follows: Use the direction key to move the cursor at the bottom of the screen. It is here that you select the desired letters/symbols. Once the letter indicated at the bottom of the screen has been selected, press the BUTTON "A" to enter the letter in the space desired in the top of the screen.
If you make a mistake, use BUTTON "B" to back space the arrow cursor at the top of the screen. Then proceed as above to enter the correct letter.
When the passwords are entered correctly, use the direction key to select the word "END", then press BUTTON "A".

★ HELPFUL HINTS

TRY TO MAXIMIZE YOUR POWER LEVEL: You can not change from Clark Kent to Superman with a low power level. To increase it, gather as many power crystals as you can. Be careful not to pick up any Kryptonite, which will lower your power level. It looks just like the power crystals, but is RED or GREEN.
Also, enemies usually take THREE or FOUR punches before they are defeated.

PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

1 This Nintendo Entertainment System is a very fine instrument. Keep it away from high temperatures and mechanical shock at all times. Never dissemble it for any reason.

2 Never touch the terminals with your bare hands or get them wet. It could cause damage.

3 Do not clean the case with solvents of any kind, such as thinner, benzene, alcohol, etc.

4 When playing the game, do not sit too near the television set.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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